

STRIKE FORCE BOWLING™



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STRIKE FORCE BOWLING™



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owners' manual to determine if video games can be played safely on your set. If you are unable to find this information in the owners' manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Take Strike Force Bowling™ Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

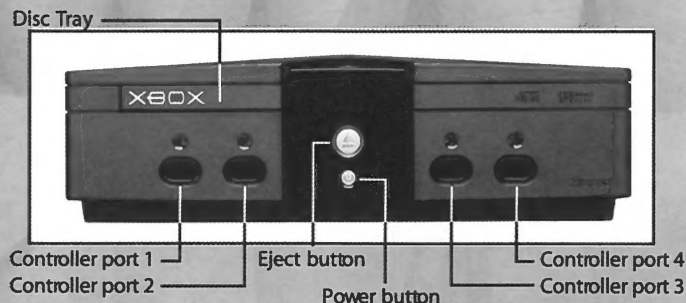
Xbox Live Aware enables a game without the multiplayer-gaming mode to still take advantage of certain Xbox Live features. If you are an Xbox Live subscriber, you can receive invitations to play other Xbox Live games online, view your Friends List, get information about the current status of other players, and be automatically signed in to Xbox Live with Xbox Live Aware.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox® Video Game System by following the instructions in the Xbox® Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Strike Force Bowling™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **Strike Force Bowling™**.



Avoiding Damage to Discs or the Disc Drive

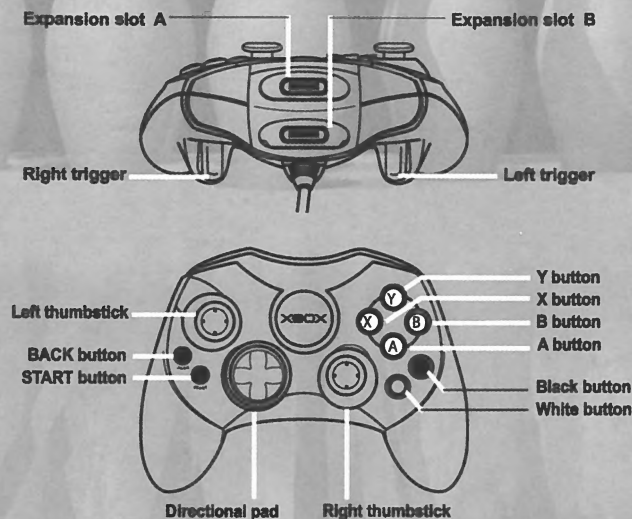
To avoid damage to discs or the disc drive:

- Insert only Xbox®-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc on the Xbox® console for extended periods when not in use.
- Do not move the Xbox® console while the power is on and the disc is inserted.
- Do not apply labels, stickers, or other foreign object to discs.

USING THE XBOX® CONTROLLER

1. Connect the **Xbox®** Controller into any controller port on the front of the **Xbox®** console. For multiple players, connect additional controllers into available controller ports.
2. Connect any expansion devices (for example, Xbox® Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox® Controller to play

Strike Force Bowling™.



- Y button: Toggle camera
- X button: Toggles pin setup
- A button: Select/Confirm
- B button: Cancel/Back/Ball selection
- Left thumbstick: Adjust bowler's position
- Right thumbstick: Toggle camera
- Left trigger: Increases spin
- Right trigger: Decreases spin
- Directional pad: Menu selection, Adjust bowler's position, Aim ball
- START button: Pause

STARTING A GAME

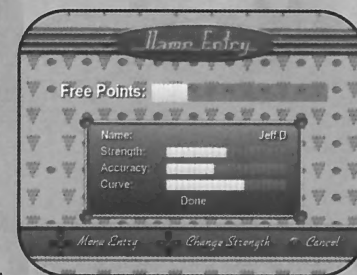
To set up a game of **Strike Force Bowling™**, highlight your desired game type from the Main Menu using the directional pad or left thumbstick up/down controls and select it by pressing the A button. This will activate the Bowler Registry screen, where you may register 1 to 4 players to participate in the selected game. To add a player-controlled bowler, select "Add Player" using the directional pad and the A button. To add a computer-controlled bowler, select "Add AI Bowler" using the directional pad and the A button. Adding a bowler will activate the Character Selection Screen. Should you wish to change the game type, you may use the B button to return to the Main Menu.

In the Character Selection Screen, you may use the directional pad or left thumbstick up/down controls to spin the character selection wheel. Pressing the A button will select the character that is currently featured on the foremost panel of the wheel. You may use the B button to cancel your selection and return to the Bowler Registry screen.

IMPORTANT: Whichever controller is used to select a character by pressing the A button in the Character Selection screen must be used to control that bowler during game play.

Bowler Characteristics

Once a character has been selected, the Name Entry screen will be activated. Here you will be able to edit your bowler's name by selecting the Name button on the menu. The Left thumbstick or directional pad may be used to select and enter each letter on the letter selection wheel. Highlighting and then increasing or decreasing the responding value can modify the bowler's Strength, Accuracy, and Curve attributes. Values can only be increased when points are available in the Free Points bar displayed at the top of the screen.



Should you wish to remove a bowler from the list of registered characters, select "Remove Bowler" from the Bowler Registry menu and then use the directional pad and a button to select the bowler you wish to remove. The bowler will be removed from the registry list and control is returned to the Bowler Registry menu. You may press the B button to cancel the removal process.

Ball Characteristics

Every ball has its own unique characteristics. Heavier balls have more momentum, creating better pin action but are harder to throw accurately. The surface material of your ball will affect how much friction it has on the lane. Balls with higher-friction surfaces will curve better, causing greater pin action but decreasing accuracy. Balls with dynamic core structures will have a tendency to break later and sharper, creating excellent pin action while maintaining a greater degree of accuracy.

Stage Selection

Once you have selected your game type and bowlers, select "Play Game" to proceed to the Stage Selection screen. In the Stage Selection screen, you may use the directional pad or the left thumbstick to rotate the stage selection wheel. Pressing up/down on the directional pad may be used to flip the currently featured stage to its "Alternate Version" if one is available. Press the A button to select the stage shown on the foremost panel of the wheel and proceed to gameplay. You may use the B button to return to the Bowler Registry menu.



PLAYING A GAME

PLAYING A GAME

When it is a player-controlled bowler's turn to bowl, you will first be presented with the Bowler Position view, you may move your bowler left or right with either the left thumbstick or the directional buttons. While neither the Bowler view you may change your ball using the B button, and the amount of spin using either the left trigger, right trigger or up/down on the D-Pad. Once satisfied with the Bowler's position press the A button, Y button or up on the right thumbstick to move into the Aim Pointer View.



When in the Aim Pointer view a small red arrow is shown, pointing downwards at the lane. Using the left analog stick or directional buttons you may position the Aim pointer to control the direction of the intended shot. Press the A button from here to enter the Shot Control Meter. The meter is marked in the middle of the Power and Accuracy green zones during meter operation.



During game play, the **START** button may be used to activate the Pause Menu. From the Pause Menu, you may view the game score, use the replay viewer to view replays of your previous shots, or exit the game and return to the main menu. However, viewing replays is disallowed while another shot is in progress.

GAME MODES

The following game modes are available in Strike Force Bowling. You'll have to learn to play them all if you want to unlock those secret lane variations.

Open Play

Play an exhibition game against other players or AI-controlled characters in a standard 10-pin bowling format. Select your character, alley and opponents. Register up to 4 player-controlled characters for a turn-based multiplayer game or add AI-controlled characters for some solo competition.

Tournament

Play against other players or AI-controlled characters in a 32-bowler single-elimination style tournament. Win 4 matches to claim the championship.

Skins

Compete with other bowlers for skins in a strike contest.

In a skins match, the only bowler to bowl two strikes in a frame takes the skins and the cash that goes with them. After 12 frames, a single-strike sudden death playoff begins. If any player strikes during a sudden death frame, all players that don't bowl a strike are eliminated. The last player standing gets the skins and the cash. 2 to 4 players are allowed, the more players you have, the more money each skin is worth.

Golf

Bowl your way through an 18-hole "course" of bizarre pin arrangements. See how you and up to 3 of your friends can fare against par on this tough course. Sorry, AI bowlers are not allowed on the links.

Challenge

Test your skills on a sequence of progressively harder pin setups. You've only got three chances to pickup each challenge frame.

Practice

Create your own standard pin arrangements and practice your bowling with up to 4 of your friends.

REPLAY THEATER

Red - Pause Menu

Blue - Beginning of frame

Green - Reverse (normal speed)

Yellow - Forward (normal speed)

Directional Buttons:

Up - Toggle frame and shot

Down - Toggle frame and shot

Left - Slow motion forward

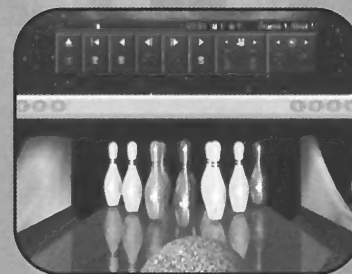
Right - Slow motion reverse

Trigger buttons:

Left - Camera angle

Right - Camera angle

During gameplay, the START button may be used to activate the Pause Menu. From the Pause Menu, you may view the game score, use the Replay Theater controls to view a replay of your previous shots, or exit the game and return to the Main Menu. However, viewing a replay of your previous shots is disallowed while another shot is in progress.



SCORING

The number of pins knocked down by the bowler's first ball is placed to the left of the box in the upper-right corner of that frame on the scorecard, except when a strike is scored. If a strike is scored, an "X" is placed in the box. The number of pins knocked by the second ball is then placed in the box. If a spare is scored, a "/" is placed in the box and a "-" is placed on the scorecard if none of the pins are hit. The total number of pins scored for each frame is placed on the bottom row under the box. If a strike is bowled, the score for that frame is ten plus the number of pins knocked down by the next two balls. If a spare is bowled, the score for the frame is ten plus the number of pins knocked down by the next ball.

BOWLING TIPS

It is easier to aim accurately with less spin, but your pin action will not be as great. Most professional bowlers will use high-spin shots with high-friction balls during strike attempts to increase pin action and low-spin shots with low friction balls during spare attempts to increase accuracy.

Use lighter and lower-friction balls with less spin if you have problems getting the ball to end up where you want. Use heavier and higher friction balls with more spin if you aren't getting as much pin action as you'd like.

The vast majority of the curve in the ball path takes place after the ball is out of the oiled area of the lane. The oil in most lanes extends about 4/5 of the length of the lane. This means that the aim arc will not illustrate the curve of your ball if it is not long enough to reach past the point. Until you have gotten used to the effect of the spin on the ball and can accurately predict it, you may wish to keep your character's accuracy set very high.

Once you have attained proficiency in aiming the ball, you may wish to reduce your accuracy in favor of greater Strength and Curve, allowing you to achieve faster, more dynamic shots.

NOTES

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In the U.S. send to:
Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

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Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 310-687-5432, 9:00am-5:00pm.